How to / Trackmania / Mediatracker / Blur effect

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Introduction

Trackmania offers 2 special effects, adding some "real life" quality to how the camera operates in the mediatracker, both of them more suitable for creating effects when preparing replays for Video shootings, rather than for ingame use...

Necessary Trackmania settings

In order to display Color effects, Trackmania needs the "**Postprocess FXs**" setting activated in the config launcher and the shader model must be **PC3** or higher.

Without this setting, any *Blur* effects won't show while playing the Mediatracker content.

Onboard-Graphic-Chips often don't support these options properly.

FX Blur

When inserting a "FX Blur" track, you have 2 choices:

Motion Blur

The name pretty much says it all. All movements of objects on the screen will be "washed out", similar to what would happen when a "real life" camera would film fast action.

This effect will make the screen action more look like a "movie", rather than a computer game.

Blur Depth

This effect will determine, how the "lens" and "focus" of the camera operate. Its effects are best to be used when beeing combined with other special effects (like camera zooms).

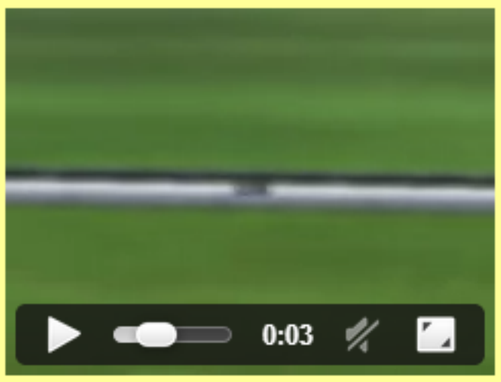
The values are mostly self explaining.

A huge **lens size** can well look at objects far away, but it will fail to get a sharp image of objects which are small or nearby.

Force focus will lock the Focus (sharp area) in the distance "**FocusZ**", seen from the Camera.

Download the BLUR TRACK to see the values at work...

What you see ;-)
A chinese "business man" has come to the stadium to "admire" your car's technology, making some photos.
His chinese colleagues, who produced his camera, haven't "admired" western camera manufacturers' technology properly enough, so he needs to re-adjust his camera focus all the time.



Drawbacks:
As mentioned, it needs *PC3 shader* and *Postprocessing* activated, otherwise it can't be seen.

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